simulating the feeding activity of a duck or goose or other waterfowl on water; and,

wherein said animating step is performed by at least one floating decoy upon the pool supporting a frame adapted to be disposed beneath said decoy in the pool and wherein said frame is adapted to selectively animate said decoy in response to control signals from a user using a motor coupled to said frame and adapted to move said frame downwardly in response to said control signals, said frame movement causing said decoy to become animated to attract said game; and,

wherein said frame comprises an elongated parallelepiped rigid structure and wherein said structure further comprises an attachment means in each corner of said structure to secure said at least one floating decoy thereto.

20.   [The method as recited in claim 15] A method of attracting game to a pool of water comprising the steps of:

deploying a plurality of decoys on the pool;

selectively animating said plurality of decoys to attract said game, said animating simulating the feeding activity of a duck or goose or other waterfowl on water; and,

wherein said animating step is performed by at least one floating decoy upon the pool supporting a frame adapted to be disposed beneath said decoy in the pool and wherein said frame is adapted to selectively animate said decoy in response to control signals from a user using a motor coupled to said frame and adapted to move said frame downwardly in response to said control signals, said frame movement causing said decoy to become animated to attract said game; and,

wherein said frame comprises a collar and wherein said collar further comprises at

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least two legs pivotally coupled to said collar and wherein said each of said legs comprise an attachment means to secure said at least one floating decoy thereto.

24. [The system as recited in claim 21] A decoy animation system for attracting a desirable quarry and adapted to be used with a plurality of floating, water-borne decoys and deployed underwater beneath the floating decoys, said system comprising:

a frame selectively secured to the floating decoys and adapted to remain underwater;

a motor secured to said frame and adapted to be remotely actuable; and,

control means for activating said motor to force said frame downwardly to cause the decoys to mimic feeding activities of the desirable quarry;

wherein said motor pivots between a storage and an operative position.

25. [The system as recited in claim 22] A decoy animation system for attracting a desirable quarry and adapted to be used with a plurality of floating, water-borne decoys and deployed underwater beneath the floating decoys, said system comprising:

a frame selectively secured to the floating decoys and adapted to remain underwater;

a motor secured to said frame and adapted to be remotely actuable; and,

control means for activating said motor to force said frame downwardly to cause the decoys to mimic feeding activities of the desirable quarry;

wherein said decoys mimic feeding activities of the desirable quarry by partially submerging; and,

wherein said frame comprises an elongated parallelepiped rigid structure.

26.   [The system as recited in claim 21] A decoy animation system for attracting a desirable quarry and adapted to be used with a plurality of floating, water-borne decoys and deployed underwater beneath the floating decoys, said system comprising:

a frame selectively secured to the floating decoys and adapted to remain underwater;

a motor secured to said frame and adapted to be remotely actuable; and,

control means for activating said motor to force said frame downwardly to cause the decoys to mimic feeding activities of the desirable quarry;

wherein said frame comprises a collar encircling said motor.

Please cancel claims 15 and 21-23.

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